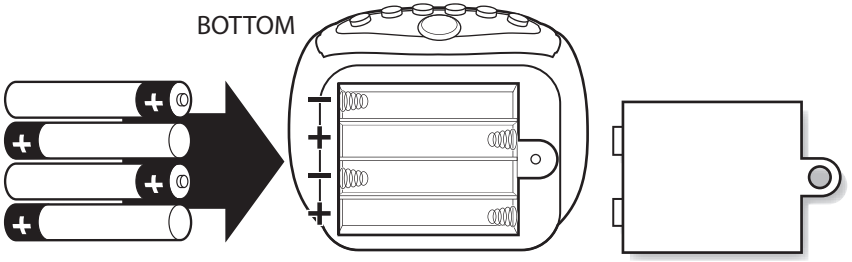
Battery Replacement

Batteries included are for demonstration purposes only. Replace batteries when sound or image becomes distorted.

For longer life use only alkaline batteries. Toy requires 4 replaceable AAA (LR03) alkaline batteries. *When "BATTERIES LOW" shows on screen, change batteries within 3 minutes.* To replace batteries, use a Phillips head screwdriver (not included) to open battery door. Insert 4 AAA (LR03) alkaline batteries as shown. Use either AAA (LR03) alkaline batteries or equivalent. Replace battery cover and screw closed.



Battery Safety Information

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

- **NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

(VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

Operation is subject to the following two conditions :

(1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

(1) Il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

CONSUMER INFORMATION

Need Assistance? Visit **service.mattel.com** or call 1-800-524-8697 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1-800-524-8697.

Mattel U.K., Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303.

Mattel Australia Pty., Ltd., Richmond, Victoria 3121. Consumer Advisory Service 1300 135 312 (valid only in Australia).

Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410

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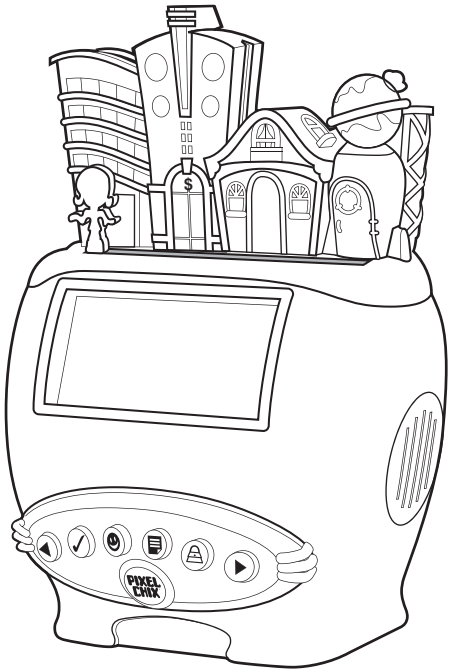
PIXEL CHIX®

FABLIFE™ City

INSTRUCTIONS

CONTENTS



Batteries included are for demonstration purposes only. Requires 4 AAA (LR03) alkaline batteries.

Please remove everything from the package and compare to the contents shown here.
If any items are missing, please call 1-800-524-8697.

Keep these instructions for future reference as they contain important information.

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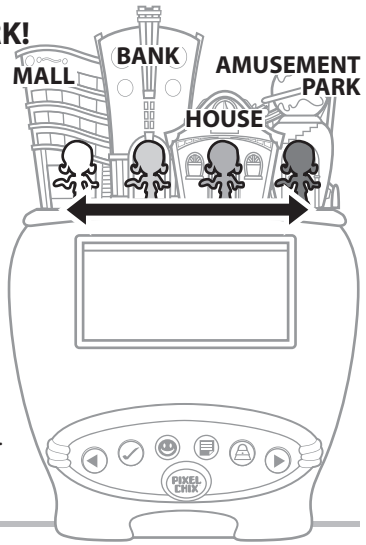
A PIXILLION® things we can do in the city!

A visit to the city! So many things to do! Shall we go to the mall and shop? Stay home and redecorate? We could go to the bank and count our money. How about some fun rides at the amusement park? Play Pixel Chix® Fab Life,™ and collect your coins to get electronic money!

4 HOT CITY SPOTS to hang out. MALL, BANK, HOUSE, AMUSEMENT PARK!



Slide the plastic gal on top right and left. You will feel a "click" when the plastic gal is in the correct place. Positioning the gal in front of one of the four buildings determines where the Pixel Chix® gal on the screen goes. If she stands in front of the Mall, Pixel Chix® gal can shop at a pet store, fashion boutique, electronics store, arcade, garden store, sporting goods shop, or furniture depot!

At the bank, open an account, check how much electronic money you have, and how much real money you've actually deposited into the Bank.

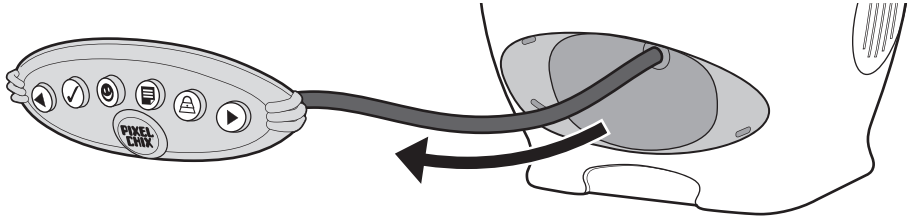
At home, you can decorate your home, try on different outfits, and play games. There's even a backyard!

The Amusement Park has all kinds of fun! You can eat fun food, play carnival games, and take a spin on amusement rides.

There are over 50 Games & Activities! Have fun exploring all the possibilities.

WHAT DO ALL THOSE BUTTONS DO?

Remove the REMOTE CONTROL for easy play.



ARROWS are used to move characters, scroll through selections, menu items, etc. Press YES to select what you have chosen.

When playing a game, this button moves your Pixel pal or the selection arrow to the left.

YES
Use to select an item in a menu.

GAMES
To win electronic money and prizes, use this button to choose a game to play.
Games are unlocked by purchasing items at the Mall.
Games are grayed out until unlocked.

MENU
Use to bring up items to choose for games or animations.

NOTE: *Holding down the MENU button for 3 seconds powers down the unit.*

PURSE
Press this button to find out your electronic money balance.

This is how much electronic money you have available to spend.

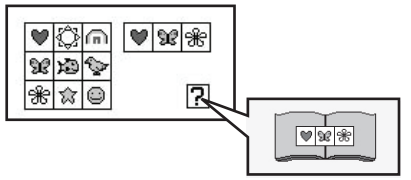
ARROWS are used to move characters, scroll through selections, menu items, etc. Press YES to select what you have chosen.

When playing a game, this button moves your friend or the selection arrow to the right.

NOTE: *The buttons have different functions while playing games.*

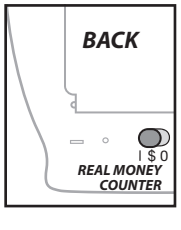
SET UP A PASSWORD

The first thing you need to do is open an account at the BANK. Slide the plastic gal to the front of the bank, making sure she "clicks" into place. Follow the screen prompts, and set up your PASSWORD. If the device goes into sleep mode for more than 10 minutes, your Password will need to be entered to start playing again. If you forget your Password or your mean sibling changes the Password, you can find out what it is by selecting the [?] in the lower right corner. To change the Password, you must reset the device (see troubleshooting section below). Resetting the device will cause you to lose all items purchased in the Mall.

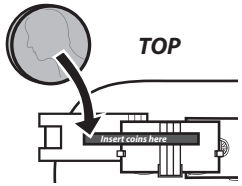


ADD COINS AND GET ELECTRONIC MONEY! LET'S SHOP!

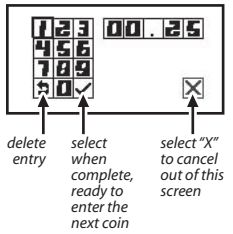
Earn electronic money for every coin that you put into the bank slot. Use electronic money to buy new stuff for your home, or have some fun at the Park. Need a makeover? Buy new fashions at the Mall!



REAL MONEY COUNTER



If you want to keep track of how much real money is in the bank, turn on the **Real Money Counter.** After each coin is put into the bank, you must enter the value of the actual coin. Just follow the prompts on the screen.

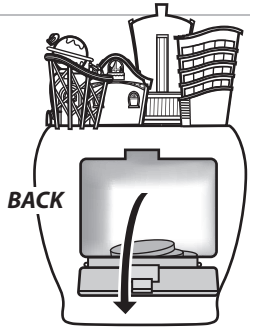


SPEND OR SAVE?

Should you ***spend*** the electronic money or ***save*** it? If you save, your electronic money will be ***tripled***, giving you more electronic money to spend! Follow the prompts on the screen.

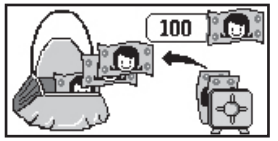
Each coin that you put into the Pixel Chix® Fab Life™ is given a random electronic money value.

To get your real money out, open the back door, as shown. The electronic money in your savings account goes to zero, but the progress in your game doesn't change. Purse money stays the same.

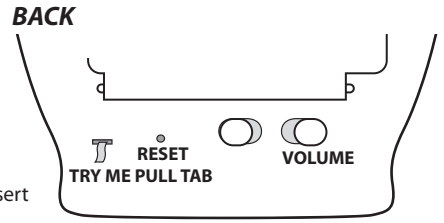


LEVELING UP YOUR SAVINGS

The more you play with Pixel Chix® Fab Life,™ the faster you will "level up" (your electronic money will be unlocked from your savings account for you to spend). The more you play, the more money you will save, and the more money you will have to spend! Happy spending!



TROUBLESHOOTING



TRY ME PULL-TAB
The pull-tab in the Try Me slot should be automatically removed when toy is taken out of the package. If not, simply remove the pull-tab before playing.

RESET BUTTON
Reset product to start a fresh game. Ask an adult to insert a metal tip, such as a bent paper clip, into the hole.

When exposed to an electrostatic source, the product may malfunction and suffer memory loss. Reset the product if this occurs.